

\$15.00

# WANTED

by

F.H.E.S.I.S.

**\*\* WANTED: A VERB \*\***

**ALIAS: SQUANDOR**

**LAST KNOWN MEANING: FAIL TO USE WELL**

What is the word's identity--  
?

requires BASIC cartridge CXL4002  
and 16K RAM  
written for the ATARI computer.

## WANTED

INTRODUCTION: The program WANTED teaches children the parts of speech, placement of accents, synonyms and definitions of their vocabulary words. It is recommended for students in the fourth through eighth grades. The program recruits the child as an agent whose mission is to track down fugitive words. The clues that the young detective is given appear on the screen in the form of a WANTED poster. Only a few clues are given at a time. The child tries to identify the word using the least number of clues. The rating at the end of the game is based on the number of clues given for each word. If the word is not identified, the computer will display the fugitive word. The child is given ten words to identify in each session.

### LOADING PROCEDURE:

Place the cassette into the recorder

Type: CLOAD (RETURN)

Press the play button on the recorder

Press the (RETURN) key on the computer

After successfully loading the program,  
Type: RUN

DIRECTIONS: The name of the program appears on the screen along with the query: NAME PLEASE - Enter your name at this time. The screen clears and a short introduction appears. To continue the program, press the lowest yellow key labelled START.

The screen clears again and the WANTED poster appears. The part of speech of the fugitive word is printed on the first line. The next line contains the word's alias (or synonym). The third line contains the meaning of the word. The child can now enter the word that he thinks is the fugitive word. Every time an incorrect answer is entered, the next clue is given until the six clues are on the screen and the poster is complete:

WANTED: (part of speech)

ALIAS: (synonym)

LAST KNOWN MEANING: (meaning)

DESCRIPTION: (number of  
syllables)  
DISTINGUISHING MARKS: (placement of  
accent)  
LAST KNOWN RECORD: (number of vowels  
and consonants)

If the correct answer is not entered, the 'fugitive' word will be displayed in reverse video.

When the correct answer is given, the screen changes colors while the 'victory' melody is played. In either case, the program will not advance to the next word until the START KEY is pressed.

The program continues until the child has been given the clues for ten words. The player is then rated for his efforts according to the number of clues he needed to identify the words. The five star rating (chief) is the highest; the one star rating the lowest.

MODIFICATIONS: There are twenty words listed in the DATA lines 50-69. Each line contains the necessary DATA for one fugitive word. When entering new words, the following format must be observed:

FUGITIVE WORD, PART OF SPEECH, SYNONYM, DEFINITION (part 1), DEFINITION (part 2), NUMBER OF SYLLABLES, SYLLABLE THAT IS ACCENTED, NUMBER OF VOWELS, NUMBER OF CONSONANTS

There must be nine parts to every DATA line. If this format is not followed, the program cannot give the correct clues. There are two DATA fields for the definition of the word. There should be no more than 16 characters in the first part of the definition. The remaining part of the definition (maximum of 16 characters) is entered as the second part of the definition. If the definition does not need both parts of the DATA line, enter a '\*' for part 2. (List line 53 for an example.) If there is no accent (as in the case of a one syllable word) or synonym for the word, enter 'NONE' in the DATA line.

Each clue must be separated by a comma.

The words in the DATA lines should be changed regularly to keep pace with the child's reading level.

A good source of words is the child's reader, science, and social studies books.

Although T.H.E.S.I.S. is unaware of any errors, we will try to rectify any program errors if we are made aware of them. Customizing of the program must be done by the buyer in his locale.

## PARENT/TEACHER GUIDE

Children enjoy role-playing, especially when they can track-down the villain and become a hero. It is much easier for them to remember a word that has a unique characteristic than it is to memorize a page of vocabulary words.

Before introducing the child to the program, you may want to review a WANTED poster with him. Have him make up his own poster about a friend or family member. After he is familiar with the terms used, substitute common words for persons.

In the classroom, let the children make up their own WANTED posters from their current vocabulary words. Number and display the posters. Give the students a limited amount of time to read and identify the words. Score one point for each word that was correctly identified.

Also from T.H.E.S.I.S.

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